

# Using incentives to enhance attendance and abstinence in community treatment settings

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# Outline

- > Rewards and punishers in everyday life
- Background of contingency management
  - > studies in research clinics
- Adaptation to "real world" clinics
  - > studies in community-based clinics
- > Implementation issues
  - types of behaviors, reinforcers to use, behavioral principles



### Rewards used in everyday settings

> Salaries, commission, awards, social praise

> Children



> Pets









## Positive incentives used in substance abuse treatment

#### <u>AA</u>

- > coffee, food
- group recognition and approval
- > 30-day pins/certificates
- act as sponsor for others

#### Out-patient treatment

> certificates, praise

#### Methadone maintenance

- > take-home doses
- early dosing windows



### Contingency management:



- 1.) Frequently monitor target behavior.
- 2.) Provide tangible reinforcement when target behavior occurs.
- 3.) Remove reinforcement when target behavior does not occur.



## Treatment of Cocaine Dependence Higgins et al., 1994

#### Contingency Management

- CommunityReinforcementApproach Therapy
- Urine testing 2x/week
- > Vouchers

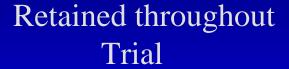
## \$10 Up to \$1000 available

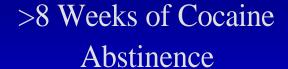
#### **Control Treatment**

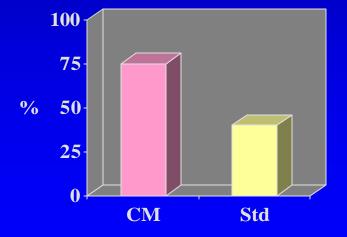
- CommunityReinforcementApproach Therapy
- Urine testing 2x/week
- No vouchers

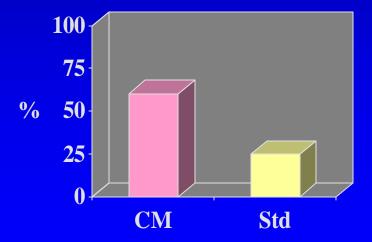


#### Treatment of Cocaine Dependence











#### Contingency management reduces drug use

➤ Opioids
(Bickel et al., 1997; Preston et al., 1998)



Cocaine(Higgins et al., 1991, 1993, 1994; Silverman et al., 1996)

Benzodiazepines(Stitzer et al., 1992)



Marijuana



(Budney et al., 1991, Budney et al., 2000)

**Nicotine** 





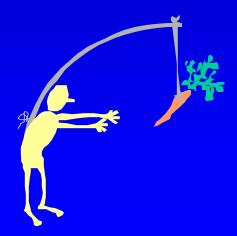


## Addressing some of the practical concerns

1. Cost



2. Generalization and Acceptability







Implementation into standard clinic settings

### Standard VA clinic setting

<u>Subjects:</u> 42 alcohol-dependent outpatients <u>Standard treatment:</u>

- Intensive outpatient day program 5 hrs/day, 5 days/week, weeks 1-4
- > Aftercare

1-3 groups/week, weeks 4-8

Treatment consisted of group sessions: 12 step, relapse prevention, voc rehab, AIDS, coping skills



### Standard treatment group

Received standard group treatment and BAC monitoring (daily during intensive, weekly during aftercare).

Additional 15 min of education on alcohol abuse weekly





#### Contingent group

## Standard group treatment and BAC monitoring Reinforce alcohol abstinence:

- One draw for each negative BAC.
- Five bonus draws for a week of consecutive abstinence.

128 draws possible (64 BAC, 64 activities)



## Half the cards are winning



> 1/2 chance of winning a small \$1 prize



1/16 chance of winning a medium \$20 prize



1/250 chance of winning a jumbo \$100 prize

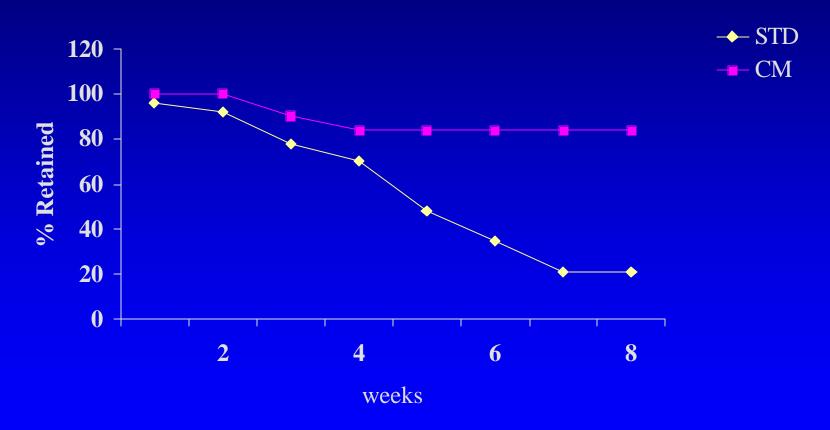




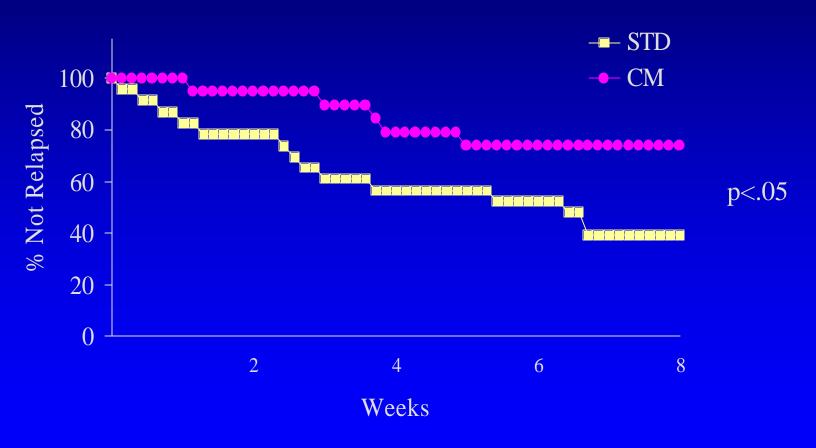






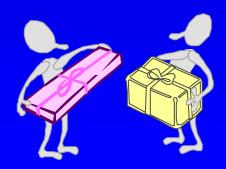




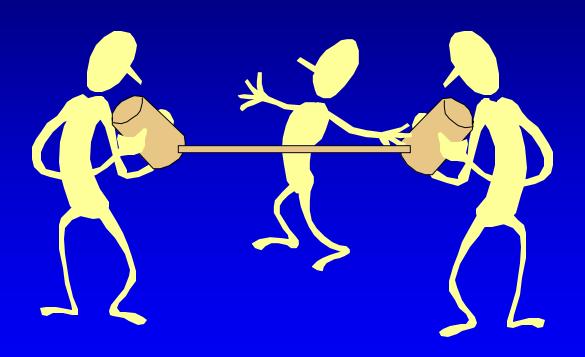


# Summary

- ➤ This variable ratio schedule of reinforcement significantly increased retention and reduced alcohol use.
- On average, subjects earned \$200 worth of prizes.
- Local retailers and stores were willing to donate prizes.









#### Treatment groups

Cocaine-dependent patients entering intensive day program randomly assigned to:

- 1.) Standard treatment
- 2.) Standard treatment plus \$80 CM

(\$0.33, \$5, and \$100 prizes)



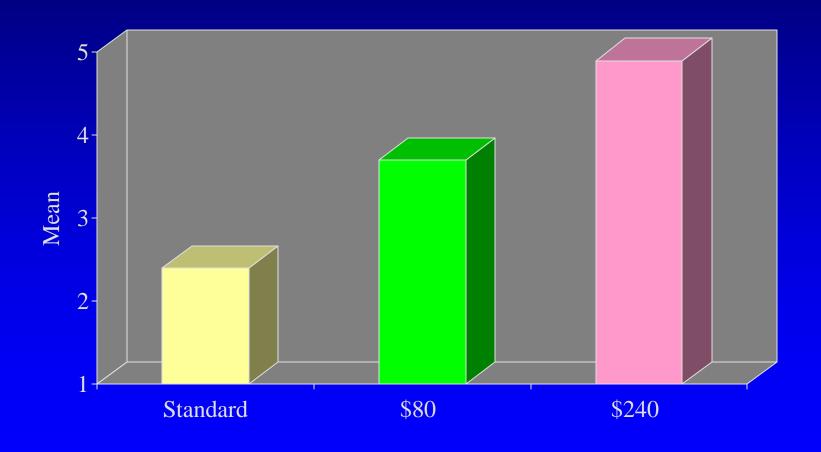
3.) Standard treatment plus \$240 CM

(\$1, \$20, and \$100 prizes)





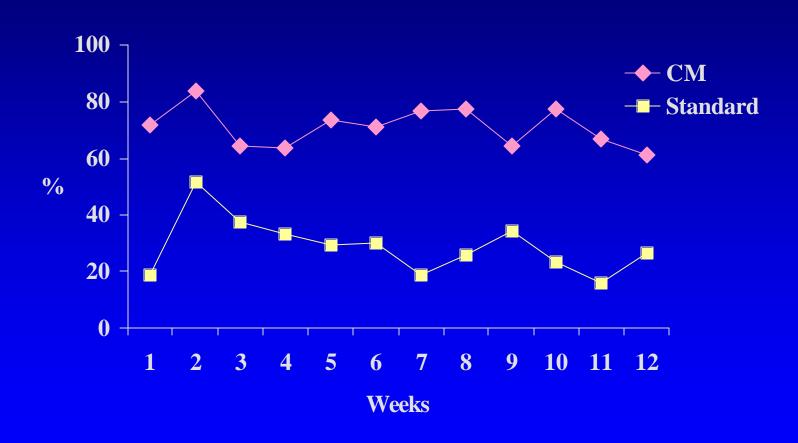
# Mean weeks of continuous cocaine abstinence



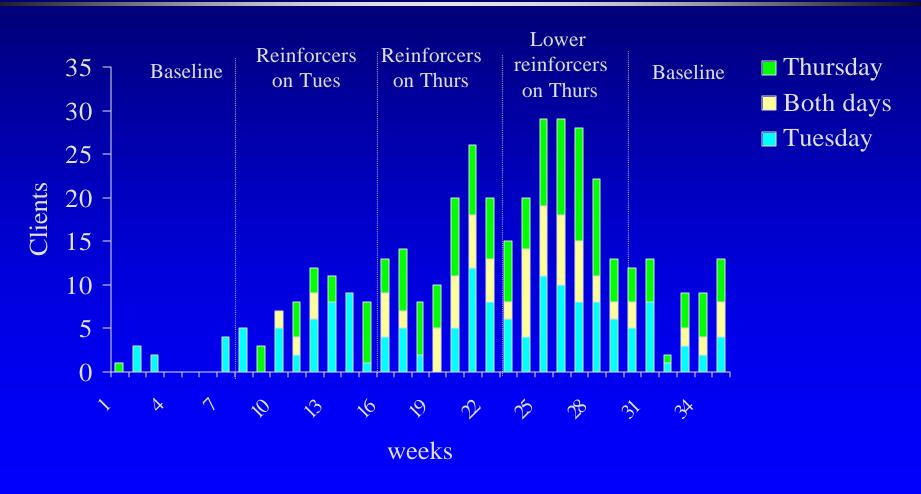
## Can it work in group settings?



#### Group attendance at a methadone clinic









#### Section summary

- ➤ This lower-cost CM system seems effective in retaining patients in treatment.
- > It seems effective in reducing substance use.
- Larger magnitude prizes seem more effective than smaller magnitude prizes, but prizes may work as well as youchers.
- ➤ This CM system can be implemented into group treatment format.



### C. Implementation issues

1.) Behaviors to reinforce

2.) Reinforcers to use

3.) Behavioral principles to apply



#### 1. Behaviors to reinforce

- > Attendance
- Drug abstinence





#### Technical issues

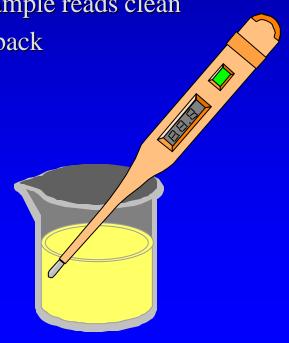
- Screen samples frequently so that <u>all use of the target drug</u> is detected.
  - >opioids, cocaine: test 3x/week

marijuana: in chronic users, 2-3 weeks before sample reads clean

>alcohol: breath samples measure only 12 hours back

>nicotine: 3x/day

- Ensure validity of sample.
- Use onsite testing system to provide immediate feedback.



















## Vouchers



#### Increasing magnitude, bonus, up to \$1000

\$2.50	\$10.00
\$3.75	\$11.25
\$5.00 +\$10	\$12.50 + \$10
\$6.25	\$13.75
\$7.50	\$15.00
\$8.75 + \$10	\$16.25 + \$10

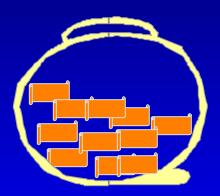
Advantages: demonstrated efficacy, accommodate personal preferences, less likely to exchange for drugs

Disadvantages: cost, staffing for management, delay to receipt of some items, worth less than cash?



#### Intermittent schedule/prize system

Draws from a fishbowl



- > Advantages: can be less expensive, can get donated items
- Disadvantages: hard to get donated items, not appropriate from substance abusers in recovery from gambling problems.







- Objectively quantifiable behaviors
- Consistency
- Frequency of reinforcement
- Immediacy of reinforcement
- Magnitude of reinforcer
- Escalating system with bonuses



- Urine or breath samples.
- Activity completion (receipts, business cards with contact person's name and phone).

Expect and plan for exceptions!







### Consistency



#### Train your staff!



- Have a procedure in place to monitor staff compliance with behavioral contracts.
- Reinforce staff compliance.



 Don't let contingencies or monitoring fade over time.





### Frequency



Frequent monitoring (daily or several times each week)

Frequent reinforcement (FR1 to establish behavior pattern)

Can reduce over time.







#### Immediacy



Learning occurs best when time between stimulus and response is short.

Use onsite urine testing systems.

Provide consequences immediately.

Can reduce once pattern is established.





### Magnitude of reinforcer



Higher magnitude reinforcers engender greater abstinence (Silverman et al, 1999; Stitzer et al., 1984).







Arrange your reinforcer to be large enough to compete with reinforcement derived from target behavior.

Look for reinforcers of "high magnitude" but not high cost.



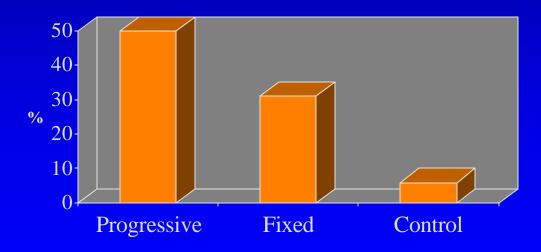


## Escalating system and bonuses



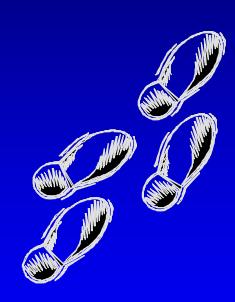
The escalating and bonus system engenders continuous abstinence (Roll, Higgins, & Badger, 1996).

#### Subjects abstinent throughout trial



So, one week, one month abstinence  $\Longrightarrow$  extra drawings, 3 day take-home, special privilege.

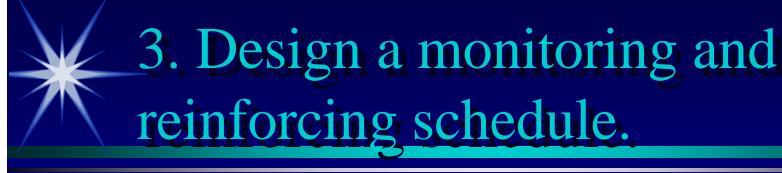




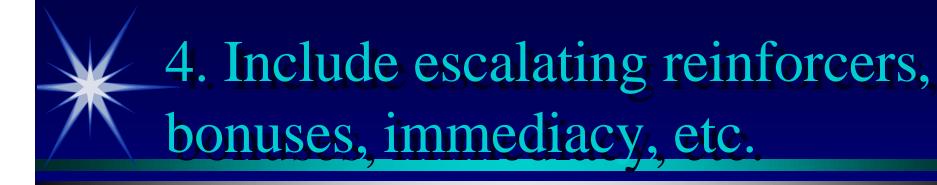


# 1. Pick a behavior you want to change.





Decide upon a time frame for re-assessment.





# 5. Ensure consistent application of procedure.

# Sample case

Imagine you are working in an outpatient treatment program for substance abusers. You notice that client attendance at group is low every Monday morning.

Design a contingency management intervention to improve attendance at Monday morning groups.